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ARMED for BATTLE

1010 HOWE

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Instruction Booklet

Tetra had remained peaceful for many years. Over time, the ever growing population had pushed the borders of the empire outward to new lands. During the expansion, some settlers had the misfortune of encountering fire breathing dragons and powerful giants. The settlers learned that they could inhabit these dangerous lands as long as they kept their distance from the beasts and remained alert. After the expansion of the empire, twenty regions were created, and the people of each region built their own castle, and developed a governing system, with an elected King to serve as ruler.

An army was established to serve the empire and protect the people against any threatening dragons and giants. Leaders of the Tetra army included the legendary Hiro, Blaise, Eden, and Capa. They were incredibly skilled at battle tactics, and hand to hand combat. Although he was not a leader, a swordsman in the army named Mal was naturally gifted at handling a sword, and the only common soldier that could provide a challenge to the 4 commanders.

The people of Tetra had lived in harmony for the most part. Any wicked acts among them had been quite minor, and easy to resolve. That changed when an outsider, going by the name of Corlan, stormed into the empire's border in the East. He brought with him an army more formidable than the Tetra army had ever had to face. His forces spread across the land, and took over each region one by one. Survivors that had escaped ahead of the destruction alerted Hiro of the evil in the East. They told the horrific tales of Kings being executed, the burning of towns, and the countless bodies

The Tetra army assembled to confront the menace. When the battle took place, the outcome was disastrous. After the Tetra army appeared to drive the evil back, they soon found that it was a well laid trap. After Hiro had struck down no less than 30 experienced foes, his eyes opened wide in surprise as Corlan's blade sliced from one side of his neck to the other. The remaining commanders could see that fleeing was the only option, and they escaped with a handful of soldiers including Mal, and whatever people they could save. The time has now come to fight back.

Thank you for your purchase! Growing up as a huge fan of the Nintendo Entertainment System, I had always envisioned creating games for it. It's very exciting to turn this dream into a reality, and I am happy that you are a part of it. You can follow future releases through my development blog at 1010howe.blogspot.com or my youtube channel at youtube.com/user/rizz1010 or through a number of websites including NintendoAge.com and NesDev.com

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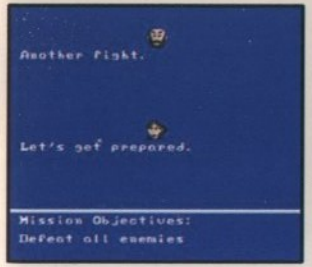
Title Screen

Start Story	Begin story mode at Level 1
Continue Story	Insert a password to continue story mode at the beginning of your last completed level
Create Battle	A quick battle against 1-3 enemies

Control pad - move cursor / change selection
A button - confirm selection
B button - undo selection

To set up **Create Battle**, use Up/Down to change the type of enemy in each slot. Select any combination of opponents, including kings, dragons, or giants. After selecting the enemy types, press the A button, then set the enemy skill level. Move the Level indicator left for easier enemies or right for harder enemies.

No Enemy Random Enemy

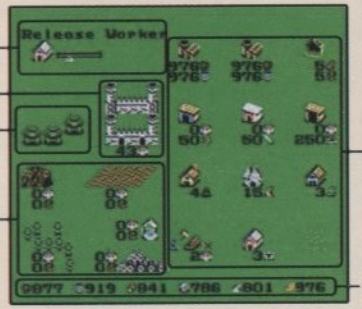


Commander Screen

Your goal for each level is shown in the **Mission Objectives**. Press the Start button to begin the level.

Hint: An enemy king can be defeated either through battle, or by forming an alliance.

Kingdom View



Display Area
Castle
Village
Resource Gathering
Building Locations
Collected Resources

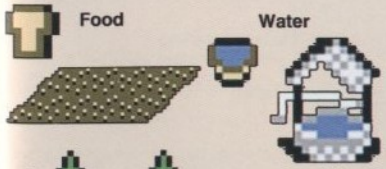
Collected Resources	Totals of available resources.
Resource Gathering	Collect raw materials using workers and oxen.
Village	Buy and Sell resources. Villagers will come to the castle and become Workers.
Building Locations	Construct up to twelve buildings.
Display Area	Information based on the cursor location
Castle	Holds available workers. Issue commands to Scouts, Wizards, and Commanders

Control pad - move cursor
Select button - go to Upgrade View
A button - perform action shown in Display Area prompt / select building or resource
B button - exit selection / go to World View

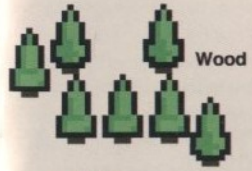
Resources

Resources are essential to your success. They are required for building your town, equipping an army, sending troops to battle, upgrading most everything, and providing nourishment for the workers and troops. You can gather resources with up to 10 workers and with oxen. Each ox will need a worker to tend to it. The rate of production can be increased through upgrading. The number of workers and oxen are shown at each resource.

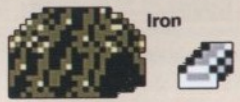
Move the cursor to one of the **Resource Gathering** positions, and press the A button
Control pad - move cursor
A button - send a worker or ox to increase resource production
B button - deselect the resource



Food is harvested in the fields, and **Water** is collected at the well. Food and water are constantly consumed by workers, troops, and livestock. When assigning a **Battle Mission**, the departing troops require enough food and water for their journey. Excess food and water is stockpiled when you build **Storage Buildings**.

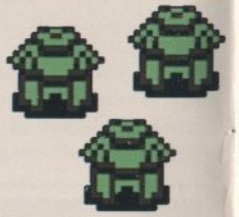


Wood is cut down at the forest, **Stone** is collected at the rock pile, and **Iron** is mined at the cave. These materials can be traded at the village and are needed for constructing buildings and for producing an army. Stone collection is the most labor intensive, and comes in at a slower rate.



Gold is the general currency of the kingdom. Gold is primarily obtained by selling resources at the Village. Scouts assigned to Map Territory (p. 12) might discover a hidden cache of gold while exploring.

Village

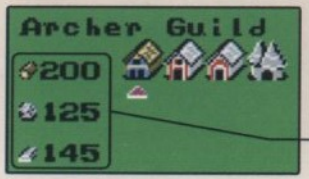


The village provides both workers and trade. Villagers will move to the castle and become Workers ready for assignment. You can influence villagers to come at a faster rate (see Upgrades). Trading is done using Gold as a common means of exchange. Buy or sell Wood, Stone, Iron, or livestock. To trade livestock, you must have a **Stable**.

Move the cursor to the village and press the A button to begin trading
Control pad - move cursor
A button - buy or sell resources based on the cursor position
B button - stop trading

Building Locations

There are 12 locations where buildings can be constructed. Choose buildings best suited for the mission.

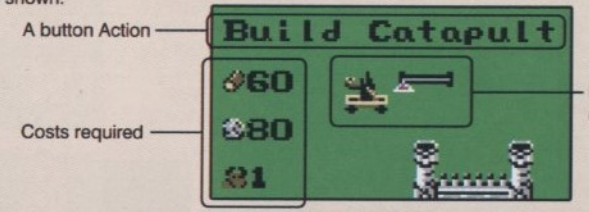


Move the cursor to a rubble patch and press the A button
Control pad - Left/Right - move cursor
Up/Down - more buildings
A button - begin construction
B button - cancel construction

Buildings and the Display Area

There are 10 types of buildings that can be constructed. Certain building should be built before others. For instance, an Archer Guild cannot train Archers until Bows have been produced at a Bow Workshop.

When the cursor is positioned at a building, the **Display Area** (upper left corner) will show information pertaining to that building. The text prompt shows what **A button Action** is currently available to the player. **Progress bars** show the progression of a unit in production. If the current A button Action calls for resources, the **Costs** required will be shown.



Certain buildings can be selected with the A button. These include the three workshops, and buildings under construction. These types of buildings have **Workers** associated with them, and more workers mean a faster rate of production. The Add Worker Action will send someone from the castle to the building. The Release Worker Action sends workers back to the castle. Several workers can be released at one time while the building remains selected. Once the building is deselected with the B button, the Release Worker Action will be completed.

A button - select a building
B button - deselect the building

Troop buildings and Catapult Workshops use a queue, because units are trained/built one at a time. The next unit in the queue will start after completion of the current unit. The queue size does not have a limit.

The queue bar increases as more units are queued

Building Under Construction
When a building type is chosen in the Build command, one worker is sent to the location and starts construction. Select that construction location, and send more workers to complete construction faster. Release workers if they are needed elsewhere. The Display Area shows construction progress.

Number of workers

Scholar Temple
A Scholar Temple is where the most intelligent minds of the kingdom congregate and brainstorm together. Through mathematics, science, engineering, experimentation, and philosophy, new ideas are formed, and the end result is all upgrade research time being cut in half. Only one Scholar Temple can be built.

Stable
Once a stable is built, Horses and Oxen can be bred. Horses are required for Scouts and Knights, while Oxen are used in resource production and pulling Catapults. Extra livestock can be sold at the village. The Display Area shows breeding production of Horses and Oxen.

Available horses
Available oxen

Bow Workshop
When a Bow Workshop is built, one worker stays at the workshop to produce bows. Add more bow makers to increase production. If all bow makers are released from the building, production comes to a halt. Every bow made requires 25 wood which is automatically deducted, and a warning flag appears if wood has run out. The Display Area shows bow production

Number of workers
Available bows

Sword Workshop
A Sword Workshop is very similar to a Bow Workshop. Swords are forged at a rate that reflects the number of workers. When swords are made, 25 units of iron are used. A warning flag will appear at the Sword Workshop if iron runs out during production. The Display Area shows sword production.

Number of workers
Available swords

Catapult Workshop
A Catapult Workshop is the only workshop that does not have automatic production. Catapult production uses a queue, so the Build Catapult Action can be selected multiple times to keep production running. With more workers, catapults will be built at a faster rate. The Display Area shows production of the current catapult.

Number of workers
Available catapults

Scout Hall
Scouts are invaluable, highly skilled units. Scouts map out the region in search of enemy locations, and take on special missions involving those enemies (see Castle Commands). Only one Scout Hall can be built, and only four workers can master the unique skill required to become a scout. The Display Area shows the current scout undergoing the rigorous training program.

Available scouts

Archer Guild
At an Archer Guild, workers are trained to become Archers. They are given the necessary bow from the Bow Workshop, and then target practice begins. The Archer Guild uses a queue, so that workers can constantly be trained one after another. The Display Area shows the current archer being trained.

Available archers

Swordman Barracks
A worker can be trained as a Swordsman at the Swordsman Barracks. Battle armor is made with the necessary materials, and a sword is needed from the Sword Workshop. Like the Archer Guild, swordsman training uses a queue. The Display Area shows the current swordsman training for combat.

Available swordsmen

Knight Barracks
With the proper training at a Knight Barracks, workers can become Knights. A bit more demanding than other training, these workers have to control their steed while engaged in battle. A horse is required from a Stable in order to train a knight. The Knight Barracks uses a training queue, and the Display Area shows the training of the current Knight.

Available knights

Wizard School
At a wizard school, workers learn the art of magic to become Wizards. The magic learned here is used in many ways. During battle, dark spells are cast against the enemy while light spells can heal those that are wounded. A group of wizards can be sent to perform special tasks in the overworld as well (see Castle Commands). The Display Area shows the current wizard in the queue learning skills passed down from long ago.

Available wizards

Castle and Castle Commands

The Castle is where available workers wait, ready to serve as needed. Workers can be sent to harvest resources for the kingdom, craft weapons, or train to become soldiers who could perish in battle. The Castle is also where strategic decisions are made involving the Overworld. When the cursor is on the castle, press the A button to bring up the Castle commands. To watch how any assigned missions are panning out, enter World View by pressing the B Button in Kingdom View (while nothing is selected).

A button on Castle

Assign Battle Mission	Send troops to attack an enemy
Assign Scouts	Map the overworld, spy on opposition, negotiate alliances
Assign Wizards	Uncover the overworld, curse the land against incoming attackers, and seek things that are hidden

All Castle commands will require selections to be made on the World View screen. After choosing the type of mission, the game will enter World View, and the command can be completed.

Control pad - move cursor
When choosing troops for a battle party, up/down will increase and decrease troops
The Form Alliance command uses up/down to increase and decrease Gold
A button - make selections or confirm choices based on the Castle command
B button - undo a previously made choice

After a mission has been assigned, it can be cancelled if necessary. See Traveler Select (p.14) for more details.

Blaise

Eden

Mal

Capa

Assign Battle Mission

After an enemy has been discovered, choose one of the four Commanders to lead troops into battle. Choosing the right Commander can make a difference in a Battle Mission. Blaise reads terrain well, and therefore moves his troops faster across the Overworld. Eden has dabbled in curative spells, and boosts her troops defense on the battle field. Mal thinks speed is the ultimate factor in winning battles, and pushes his troops to move faster on the battle field, while Capa believes in power and will drive his troops to strike harder.

Each commander can lead a battle party with up to 80 troops maximum, and 50 gold will be required for supplies whenever a battle party leaves the Kingdom. Be careful not to take too many troops and leave the kingdom undefended.

(Hint: While choosing the battle party troops to send, the Kingdom View is paused)

Assign Scouts

Scouts are vital in the empire's fate. As they map out the region, they will find where enemies are located, and allow battle parties to go on the offensive. They can be used as spies and report the number of enemy troops, giants, or dragons that inhabit a base. They will also negotiate alliances with enemy kings, and sway them to your side.

Map Territory	Choose areas of the Overworld to explore and uncover. A scout sent to map the territory might discover hidden gold, and eventually enemies will be found.
View Enemy	After finding an enemy, determine the total number of inhabitants there.
Form Alliance	Send gold to an enemy king, and try to persuade them to join you. After they have completely committed to your side, they will no longer be a threat.

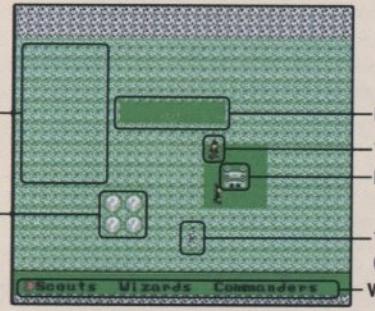
Assign Wizards

The types of spells cast in the Overworld are more powerful, and will require 5 wizards to be sent together. Wizards will assist scouts in scanning the region in search for enemies. They can curse the land, which will damage any incoming forces that try to attack the kingdom. It will take sorcery to zero in on hidden artifacts.

Reveal Area	The Overworld can be revealed through the use of spells.
Enchant Land	Enchanted land will take it's toll on enemies that come to fight the kingdom.
Find Artifact	Cast spells to zero in on objects hidden away (this commahd only appears when necessary).
???	When it comes time to destroy Corlan, wizards will play an important role.

World View

World View is accessed from Kingdom View by pressing the B button.



Unmapped Territory	Clouded areas still needing to be mapped by Scouts or revealed by Wizards.
Mapped Territory	Area that has been revealed.
Marked Territory	Areas where a scout or wizard is assigned to reveal.
Kingdom Location	Your home, as seen from the Overworld
World View Current Display	Access info about travelers (scouts, wizards, or commanders) or world locations
Traveler on Assignment	The type of travelers seen (scouts, wizards, commanders) will change according to the cursor position in the World View Current Display

Control pad - move cursor

While in World View Selection Mode:

Up / Down - toggle traveler select and location select

Left / Right - cycle to the next selection

A button - enter World View Selection Mode / select traveler to cancel

B button - exit World View Selection Mode / return to Kingdom View

World View Selection Mode

Travelers (Scouts, Wizards, and Commanders) and enemies can be seen in World View. Move the cursor to either Scouts, Wizards, or Commanders, and press the A button to enter World View Selection Mode. The cursor can now be moved to view a specific traveler (traveler select) or can be moved to view a specific location (location select). Pressing Up or Down toggles the cursor between traveler select and location select. Pressing Left or Right cycles to the next available selection.

Traveler Select
With the cursor on a traveler (Scout, Wizard, or Commander), a destination flag will indicate where the traveler is going next. Pressing the A button will allow the traveler's assignment to be canceled, provided the assignment has not been completed. A cancelled traveler will return to the kingdom.

The World View Current Display will give additional information according to the traveler that is selected:

Scout	A scout with the Form Alliance assignment will display how much gold they are carrying.
Wizard	A wizard with the Enchant Land assignment will show the Cursed Land icon in the lower left.
Commander	Commanders will show the troops traveling with them on their way to battle the enemy.

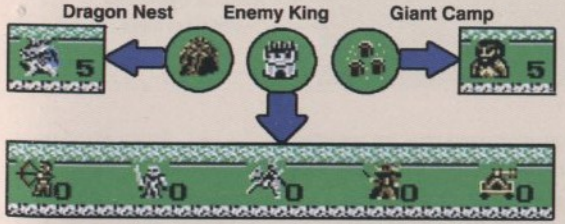
The destination flag shown here indicates that the selected scout is headed to the Home Kingdom.

While assigning a wizard to Enchant Land, areas that have already been enchanted are shown with the Cursed Land icon.

Areas that are targeted by the Scout's Map Territory assignment or a Wizard's Reveal Land assignment are marked with a question mark.

Location Select
In Location Select, you can select the Home Kingdom and any enemies that have been discovered. A newly discovered enemy will show their units with a question mark (?). Once a Scout is sent with the View Enemy assignment, the scout will report the amount of units found. Keep in mind that the unit totals are from the **last** View Enemy report, so if an enemy hasn't been viewed for a while, the totals might not be accurate.

With the cursor on the Home Kingdom, you can see your available troops.



Enemy unit totals reflect only the last View Enemy report.

Alliance Meter

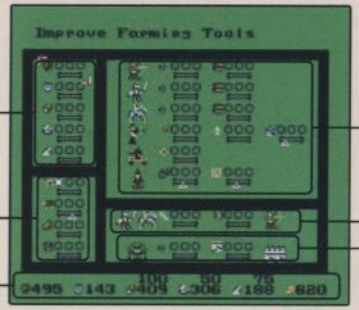
With the cursor on an Enemy King, an Alliance meter will be shown in the upper right. Keep sending gold to build an alliance, and the pointer will move to the right. Alliances will weaken over time. An alliance is made when the pointer moves all the way to the right, and this enemy king will no longer be a threat.

Finding an Artifact
Some levels in the game require an Artifact to be found. Wizards can be assigned to Find Artifact. When a wizard performs a spell to locate an artifact, take note of changes in the proximity description.

Last location where wizards searched for the artifact

Upgrade View

Upgrade View is accessed from Kingdom View by pressing the Select button



Resource Upgrades	Increase the rate at which resources are collected
Livestock Upgrades	Research livestock breeding and the performance of livestock
Troop Upgrades	Strengthen the performance of various troops and upgrade their training programs
Weapon Upgrades	Produce stronger weapons used by the troops
Castle Upgrades	Build better castle walls and recruit more villagers
Resource Costs	Costs to perform an upgrade are shown above the total resources that are available

Control pad - move cursor
A button - start a new upgrade if resources are available
B button - return to Kingdom View

When an upgrade is started, a progress arrow will indicate the time until completion. All upgrades can be leveled up 3 times, and their current level is indicated above the progress bar. A filled circle indicates a completed level. Hint: Build a Scholar Temple to greatly reduce upgrade research time.

Resource Upgrades

Improve Farming Tools	As farming tools improve, the fields can be harvested faster for more food intake.
Improve Pulley System	A better pulley system will bring in more water at the well.
Improve Lumbering Tools	You will accumulate more wood from the forest when workers have better equipmen
Improve Quarry Tools	With better quarry tools, stone will be collected faster.
Improve Mining Tools	As the mining tools improve, iron will be extracted more efficiently.

Livestock Upgrades

Develop Horse Breeding	Horses will be bred at the stable. The breeding rate can be increased.
Develop Ox Breeding	Oxen will be bred at the stable. The breeding rate can be increased.
Improve Horse Training	Knights will become faster on the battle field.
Improve Ox Training	Oxen will gather resources faster, and catapults will be faster on the battle field.

Troop Upgrades

Faster Archer Training	Archers will be trained at a faster rate.
Improve Archer Tactics	Archers will improve at evading attacks. When fully upgraded, an archer might perform the art of Archer Frenzy.

Troop Upgrades (continued)

Faster Swordsman Training	Swordsmen will be trained at a faster rate.
Improve Swordsman Tactics	Swordsmen will improve parrying skills. When fully upgraded, a swordsman may perform the art of Swordsman Fury.
Faster Knight Training	Knights will be trained at a faster rate.
Improve Knight Tactics	Knights will improve their hand to hand combat skills. When fully upgraded, a knight could perform the art of Knight Rampage.
Improve Dark Battle Spells	The Wizard Fireball Spell will increase in intensity on the battle field.
Improve Curative Battle Spells	Wizard cure spells will replenish more hit points on the battle field.
Improve Meditation	Wizards will be able to cast the Reveal spell on a larger area in the overworld, and will perform their overworld spells for Enchant Land,and Find Artifact faster.
Increase Catapult Accuracy	Catapults will do more damage to their targets on the battle field.
Improve Wilderness Expertise	Scouts will travel faster on their overworld missions.
Improve Scouting Intelligence	Scouts will be able to map more area on their mission to Map Territory mission, and a scout negotiating an alliance will have better results.

Weapon Upgrades

Increase Sword Strength	Swordsmen and Knights will do more damage to their enemy combatants. The better blade will benefit Swordsmen a little more than it benefits Knights.
Increase Bow Accuracy	Archers will do more damage to their targets in battle.

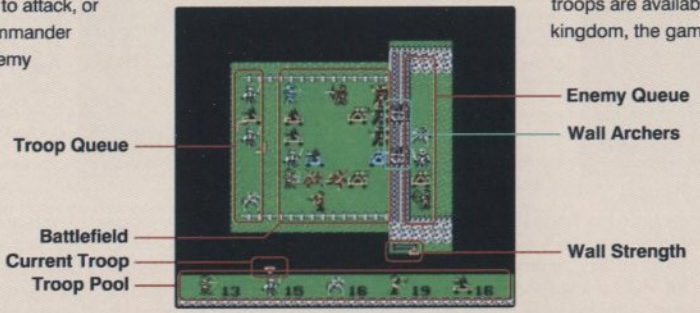
Castle Upgrades

Increase Castle Allure	More villagers at a time will move to the castle and become available workers.
Improve Castle Defenses	Archers can be mounted on your wall to provide defensive support when enemies attack. A stronger wall will last longer during the battle.

Battle View

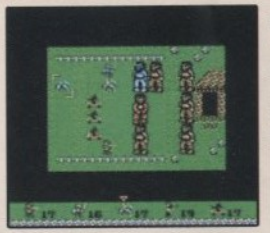
Battle View will start when an enemy comes to attack, or when your commander reaches an enemy

*If an enemy attacks, and no troops are available to defend the kingdom, the game will be over.

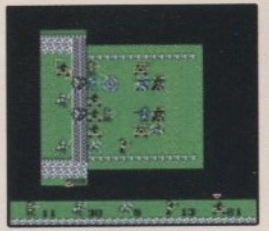


Troop Queue	The player adds troops into the troop queue at the start, and throughout the battle
Enemy Queue	Enemies will enter the battlefield through the enemy queue on the right side
Battlefield	The battlefield is where combat takes place between the troops
Current Troop	This indicator will show which troop will be placed into the Troop Queue with the A button
Troop Pool	Remaining troops available to the player for this battle
Wall Archers	The defending party will be able to place archers on their castle wall
Wall Strength	When the wall strength reaches 0, the wall will collapse

Control pad - move cursor
A button - place a troop in the queue or on the wall / choose a target
B button - pick up a troop from the queue / change the troop type to place



Offensive Battle
A commander has arrived at an enemy's location. The screen shows the enemy's home.



Defensive Battle
An enemy comes to attack the home castle. The player can place Wall Archers on their castle wall. If there are no troops to defend, the game is over.

When Battle View Begins...
Troops can be placed into the Troop Queue. Move the cursor to an empty queue location. The B button will change the current troop, and the A button will place that troop into the queue. Once a troop is placed in the queue, it can be picked up (and returned to the Troop Pool) by pressing the B button. In a defensive battle, archers can be placed on the wall for additional defense. Move the cursor to a Wall Archer position, and press the A button to place a Wall Archer. After the initial troops are ready, move the cursor to the word "Start" on the screen and press the A button.

After the Battle Starts...
Troops and enemies will move from their queues into the Battlefield, where they engage in combat. Continue placing troops into the Troop Queue during the battle, and those troops will charge the Battlefield to take the place of fallen comrades. In a defensive battle, Wall Archers can be replaced when they are destroyed. The cursor can be moved to the Battlefield. With the cursor on an enemy, pressing the A button will tell your troops to target that unit. With the cursor on an empty space, pressing the A button will tell your troops to move toward that location. If the enemy has a wall, the wall can also be targeted with the A button.

Ending the Battle...
In a defensive battle, the battle will only end after the entire force from one side is defeated. As long as the player has troops in the Troop Pool, the battle will continue. In an offensive battle, the battle will end if the enemy is totally defeated. An offensive battle will also end if the Troop Queue and the Battlefield has no remaining player troops. Remaining troops in the Troop Pool will return with the Commander to the Home Castle.

Rules of Battle

- A total of 16 units (8 player troops, and 8 enemies) are allowed in the Battlefield at one time.
- When a unit has an opponent within range, it will attack.
- When a unit has more than one opponent within range, it will randomly choose which opponent to attack, unless the player intervenes by choosing a target.
- When the A button is used to select a target, a troop will not respond if they are engaged with an opponent.
- If a wall is destroyed, the advantage of having Wall Archers will be lost.
- Target the wall in order to destroy it. By targeting the wall, Wall Archers can be destroyed.
- If the home castle wall takes damage during the battle, the level of the Castle Defense upgrade might be lowered (see Improve Castle Defenses on page 18).
- The enemy will be quick to add any available troops to vacant spots in its queue. If the enemy is not filling up its queue, you'll know that the battle will soon be won.
- When an enemy attacks, workers that have been assigned to gather resources might perish during the battle. A lengthy battle will result in more worker casualties, so defeat the enemy quickly.

Battle Units

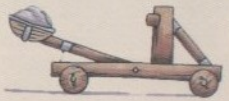
The player has five types of troops that can be sent to the battlefield. Certain troops will have advantages over the seven types of enemies that could be encountered. All battle units will vary in attack range, attack power, speed, and defense. Keep in mind that troops can be upgraded (see pages 17-18), and certain Commanders bring benefits to your troop stats as well (see page 12).

Archer
Archers will fire with ranged attacks when the enemy approaches, and can offer support to other troops in the front line. They are very quick, but their armor is not very protective. They are very effective against Dragons, but not against Enemy Catapults.

Swordsman
A good all around attacker, swordsmen have the best armor. You'll want to have them when fighting Enemy Knights or Giants, as they are best against those types of units. On the downside, they move a bit slow.

Knight
If you see Enemy Archers, Swordsmen, or Wizards on the Battlefield, it's a good time to use Knights. They do particularly well against those units. They have good speed and attack power in general, but do not fare well against Giants.

Wizard
On the Battlefield, Wizards will either cast damaging fireball spells (which happen to work well against Giants), or cast healing spells to keep your troops alive. Wizards can also be very useful in the Overworld (see pages 11-12).



Catapult
Catapults offer the best range, the most powerful attacks, and will take the most damage. It is best to have other troops accompany catapults though, because they are the slowest unit. To take down an Enemy Wall, catapults are the best unit to have, but when fighting Dragons, catapults are a bad choice.

Enemy Troops are similar to the player's troops in most ways. However, they have much more experience than your freshly trained troops, and are superior in both strength and speed!

Enemy Archer

Enemy Swordsman

Enemy Knight

Enemy Wizard

Enemy Catapult

Wall Archers
Wall Archers are simply Archers mounted in defensive positions high on the castle wall. From this vantage point, Wall Archers will be able to hit targets even further than the range of catapults as they approach the castle.

Dragons
Dragons can be devastating on the Battlefield. Not only do they possess great speed, but they unleash a fiery breath that will wreak havoc on all nearby troops.

Giants
The only thing known about Giants in the land of Tetra, is that they should be avoided. Some rubble still remains where settlers had once tried to develop a village too close to Giant territory.

Battle Casualty Screen

At the end of a battle, the resulting casualties will be shown for both player troops and enemy units. In a defensive battle, where the enemy has attacked, the loss of resource workers will also be shown. After viewing the results, press the Start button to resume the game.

General Tips

- Consider what it takes to achieve the Mission Objective, which might not require offensive combat.
- Early on, wood, stone, and iron are more valuable to collect than food and water.
- Don't use up all 12 building locations until you have a good plan for which buildings you need.
- Against an enemy king, a variety of troops is best, but against Giants or Dragons, certain troops work better.
- If the enemy greatly outnumbers you, you'll have to deplete their forces with multiple battles.
- Consider sending gold to form alliances, and keep up your defenses.
- If an enemy allies with you, be aware that an enemy party might have been sent just prior to the alliance. Keep up your defenses for a little while longer before sending off large battle parties.
- Do not send all your troops to fight. If the enemy attacks and there is no defense, the game is over.

Victory and Passwords

After the Mission Objectives have been completed, a Victory cutscene will be shown, and a password is given for the next level. Passwords are entered in "Continue Story" on the title screen, to start the game at the beginning of that level. Press Start on the Victory screen to begin the next level.

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My development blog: 1010howe.blogspot.com
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